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STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

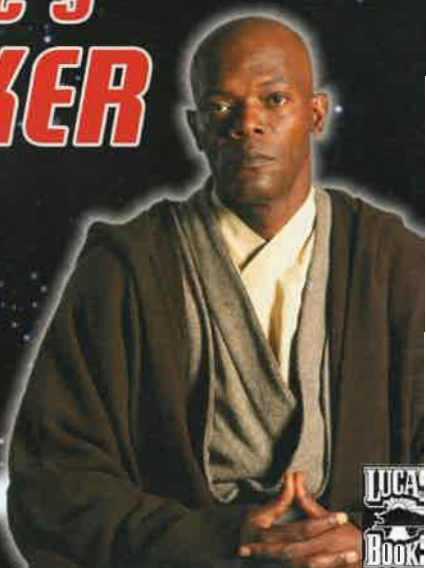
25

GALACTIC REPUBLIC'S AT-TE WALKER

All-Terrain Tactical Enforcer

Ki-Adi-Mundi, Jedi Master

The Geonosian Arena



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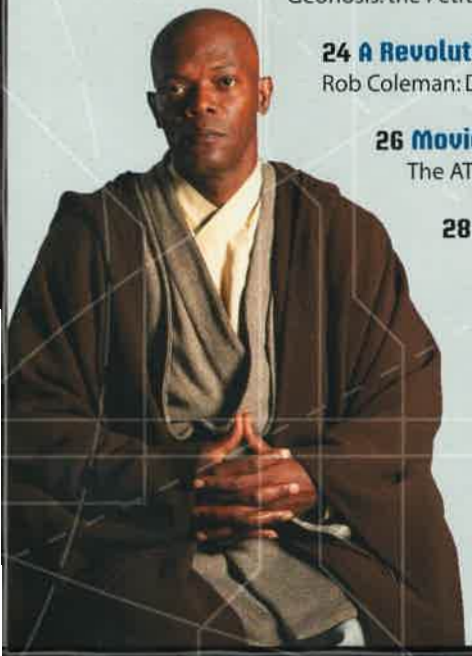

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STAR WARS

"TARGET THOSE WALKERS!"

Striding heavily across the battlefields of the Clone Wars from the first engagement on Geonosis, the hulking All Terrain Tactical Enforcer was a major part of the Galactic Republic's military might. Though itself an adaptation of an existing vehicle, the AT-TE's success spawned a new generation of combat walkers that culminated in the Empire's AT-AT.

BATTLE DROID COMMANDER AT THE BATTLE OF TETH

THE LEGEND
OF THE AT-TE WALKER

From its inception, the AT-TE was designed to inspire fear and awe. It was based on a vehicle built for local corporate law enforcement on distant mining colonies, but the design was overhauled from the ground up by Rothana Heavy Engineering, a subsidiary of Kuat Drive Yards.

The AT-TE was commissioned by the Kaminoans on behalf of the Galactic Republic, though Rothana Heavy Engineering was not aware of this. The company's task was to design and build a multi-purpose assault vehicle, in total secrecy. It had to be capable of operating as a troop transport, of offering battlefield fire support, and also have sufficient firepower to be able to assault enemy installations. The vehicle that the Kaminoans wanted also had to operate on a wide variety of terrains – if an infantry trooper could walk or climb there, the vehicle had to be able to follow.

Getting Tactical

The original patrol vehicle which RHE built for mining companies had been inspired by a squat, hulking, six-legged beast – the horny whelmer of the planet Rothana's arctic regions. Though relatively slow, the whelmers hunted in packs, their persistence and endurance wearing down their prey. The whelmers' squat stance allowed them to shrug off the brutal winter wind storms even while climbing icy crags. This dogged persistence and

determined endurance, as well as the pack mentality, were carried over to the AT-TE.

The AT-TE's flexible operational parameters were helped by the fact that the basic vehicle had a number of possible options. The standard version carried 20 troops in fairly cramped conditions in both forward and rear-mounted compartments. A second option saw the rear compartment converted to carry two AT-RTs, which remained folded until deployed from doors on the underside of the vehicle. A third option saw the rear compartment modified to serve as a very small mobile command centre – it had to be small as the vehicle still carried 20 troops. As the Clone Wars raged on over the years, more options were added as RHE tinkered with their creation.

Back To Basics

The basic design of the AT-TE, and the most common weapons configuration, saw the vehicle armed with a huge mass-driver cannon, operated by a gunner seated in an exposed position outside the vehicle, behind the weapon. A pilot kept the vehicle on course while a spotter found targets and monitored mission parameters. Six far smaller anti-personnel laser cannons were mounted on the AT-TE – four at the front (mimicking the horns of the Rothana arctic whelmer) and two at the rear. The laser cannons allowed the four gunners seated inside the AT-TE to clear a deployment area for the ground troops riding with them. These troops, however, were often deployed to deal with close-range infantry threats to the AT-TE, as these were often too small for the guns aboard the vehicle to deal with effectively.

BATTLE OF GEONOSIS

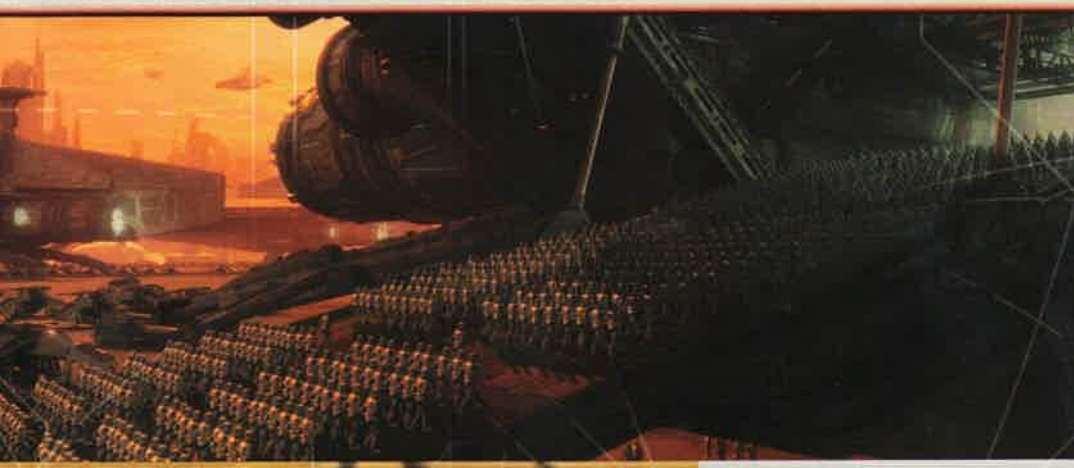
AT-TE DEBUT

A mission to rescue Jedi from Geonosis escalated into the first full-scale battle of the Clone Wars. On the dusty plains around the Stalgasin Hive, the newly discovered Grand Army of the Republic fought the droid armies of the Trade Federation and the other Separatists. The AT-TE was a key player in that Republic victory.

Twelve *Acclamator I*-class assault ships landed on Geonosis and disgorged huge numbers of clone troopers, AT-TEs, gunships, carriers and other artillery and support craft. Though the original mission had been to rescue Jedi, it was quickly apparent that capturing the fleeing leadership of the Confederacy of Independent Systems, particularly fallen Jedi Count Dooku, would end the war before it started. While this attempt failed, the Grand Army performed very well indeed, despite being vastly outnumbered.

Debut Performance

The AT-TE was primarily used as a battlefield support vehicle during the first battle on Geonosis. It marched alongside the infantry, providing heavy fire where needed. AT-TEs were able to be dropped into hot spots thanks to the deployment of numerous



Low-Altitude Assault Transport/carrier craft (or LAAT/c). These were a variant of the troop-carrying gunships, fitted with powerful magnets to lift both cargo and AT-TEs to where they were needed. Unfortunately, AT-TEs were perhaps at their most vulnerable while in flight attached to the LAAT/cs.

Separatist Hailfire droids and anti-aircraft flak took out a number of the transport craft, though not as many as they would have done if the Republic had not had near total dominance in the skies over Geonosis during the battle.

Hailfire Hell

The Hailfire droids proved as effective against AT-TEs on the ground. With alarming speed, the wheeled droids learned to hit the AT-TEs' two principal weak points – the pilot's canopy and the munitions pod slung just behind the forelegs of the walkers. A number of AT-TEs were destroyed in this way by a single Hailfire missile. However, the walkers' overall performance, particularly in support of heavy artillery such as the lumbering SPHAs, was outstanding. Using data from the Battle of Geonosis, Rothana Heavy Engineering was able to make the first modifications to the AT-TE, ensuring an improved performance – and slightly reduced vulnerability – in future conflicts.

The AT-TE was deployed in large numbers on Geonosis, and elsewhere, to overwhelm the enemy with their combined firepower.

MACE WINDU

MASTER OF THE JEDI ORDER

One of the two greatest Jedi of the Clone Wars era, Mace Windu was raised by the Jedi Order, even named by the Order, and as such was utterly devoted to its service. Windu was known as a talented diplomat, a fearsome warrior, and a wise Jedi Master who led the Jedi Council.

Born on the planet Haruun Kal, Mace Windu is a Korun, a nomadic human species, many of whom displayed Force-sensitivity. At the time of his birth to the Ghosh Windu tribe, there were no Korunnai Jedi in the Order. Mace, an orphan, was given to the Order at only six months old and was named Mace Windu by the Order. His was a powerful connection with the Force, and an unusual one.

Fault Lines in the Force

Mace Windu's most unusual innate ability was that he could perceive what the Jedi called 'shatterpoints' in the Force. Through these, Windu could see how his actions or those of some others could affect an almost incomprehensible number of future actions and possibilities. One example was an early vision that showed the violet-bladed lightsaber that he would one day build. At the incredibly early age of 14, although he was still a Padawan learner, Windu was sent on a solo mission that taught him many lessons about control and the nature of the Force, and rewarded him with a ultra-rare violet crystal from which he finally built his lightsaber.

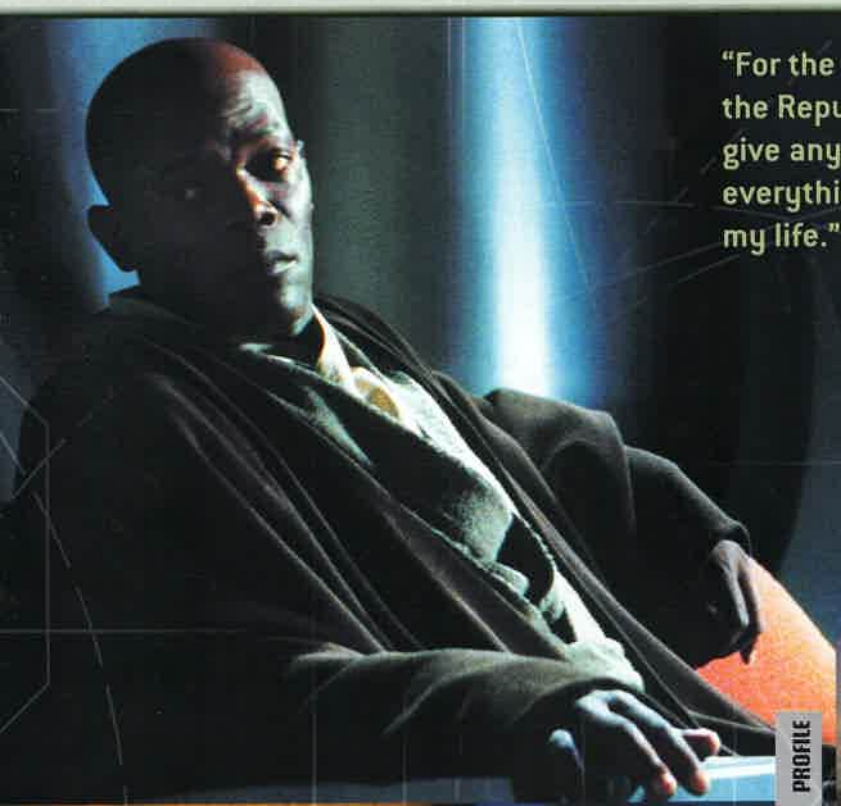
Becoming Master Windu

Taught by the likes of Grand Master Yoda, Mace Windu's rise through the ranks of the Jedi was almost unprecedented. His wisdom and experience, even for one so young, were hard won. He drank in Jedi history and could debate the fine details of the Order's philosophies with the best of his teachers. His ability to see shatterpoints allowed him to perceive subtle links and potentialities, making him a brilliant diplomat. At the age of only 28, Mace Windu, already a Jedi Master, was made a member of the Jedi Council. Eventually, he would lead the Council as Master of the Order, a title that made him second only in rank to Yoda himself.

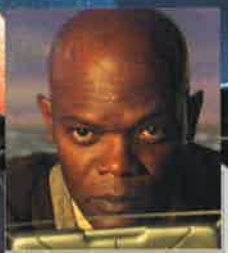
Windu the Warrior

Mace Windu served the Jedi Order faithfully for many years. As head of the Jedi Council, Mace was the liaison to the Chancellor of the

"For the Order and the Republic, I will give anything and everything, including my life." Mace Windu



PROFILE



Mace Windu

Height
1.88 metres

Species
Human

Homeworld
Haruun Kal

Affiliation
Jedi Order

Republic, as well as heading a number of diplomatic missions on behalf of both the Jedi Order and the Republic. Unfortunately, in the years before the Clone Wars, many of those ended in conflict.

Fortunately, Mace Windu was one of the strongest warriors the Jedi Order had.

Master Windu created a seventh form of lightsaber combat known as Vaapad. This was an aggressive, challenging style that ventured dangerously close to the dark side of the Force, asking as it did that the practitioner enjoy the combat. Only Mace himself ever mastered it, and it was reckoned that only Yoda and Master Dooku were ever Windu's match with a lightsaber.

Even without his lightsaber, Mace Windu was still able to focus his Force abilities to perform feats of physical prowess that could appear near supernatural. He could leap incredible distances and, thanks to his shatterpoint focus, he could punch through solid rock or even droid battle armour.

The Clone Wars

Tensions continued to rise in the galaxy, despite the best efforts of the Jedi and the Senate. Windu's old friend Master Dooku quit the Order, only to resurface later as the charismatic Count Dooku, leader of the Confederacy of Independent Systems. Windu had once perceived that Dooku was a shatterpoint, and that he was tied to

Battle of Coruscant

This was the last battle that Mace Windu fought in during the Clone Wars. The Separatist commander General Grievous launched a surprise attack on the Republic capital world of Coruscant – a ruse to draw attention away from the kidnapping of Palpatine. Master's Windu and Yoda, battling droid invaders, saw through this, but too late. Windu intercepted Grievous, crushing his chest with a Force move dangerously close to the dark side. General Grievous escaped, however, and it was up to others to rescue Palpatine.

the coming storm. When Mace Windu led 212 Jedi into battle on Geonosis to rescue Obi-Wan Kenobi, his Padawan Anakin Skywalker and Senator Padme Amidala from Dooku, the two confronted each other again. Dooku refused to surrender, and instead the Battle of Geonosis erupted – the Clone Wars had begun. Windu passed on the mantle of Head of the Order to Yoda, concentrating instead on his duties as Jedi High General in the war.

The Chosen One?

Windu was once asked why he had not simply destroyed Dooku and his captives from orbit, ending the Clone Wars before they began. The answer was that Windu believed, however reluctantly, that Anakin Skywalker was the Chosen One of Jedi prophecy, destined to bring balance to the Force. However, Windu would increasingly question his beliefs during the Clone Wars, and frequently had to admit that he didn't trust Anakin.

Even Mace Windu was unable to penetrate the shroud of the dark side, particularly around Anakin Skywalker. Though he was an exceptional general, he would fall at the last. Anakin discovered that Supreme Chancellor Palpatine was Sith Lord Darth Sidious. Master Windu and other Jedi tried to arrest Palpatine, but he turned on them. In the end, as Anakin turned to the dark side, Windu was betrayed by Skywalker and then killed by Palpatine.

THE SPHA-T

SELF-PROPELLED HEAVY ARTILLERY – TURBOLASER

During the Clone Wars, the Republic could not easily commit starships to indiscriminate planetary bombardment – a tactic they justly condemned when it was used by the Separatists. Instead, they relied on massive battlefield weapons – SPHA.

At 140 metres in length, the SPHA were the behemoths of the Clone Wars battlefields. Mounting capital ship-grade armaments, they were fearsome weapons. The basic chassis allowed a number of SPHA variants to be fielded, expanding the role of the series. The most common model was the earliest – the SPHA-T, which mounted an immense heavy turbolaser. Variants included the SPHA-I (ion cannon), the SPHA-V (anti-vehicle laser), SPHA-C (concussion missile launcher) and the SPHA-M (a mass-driver cannon far larger than the one on the AT-TE).

Powerful But Vulnerable

The SPHA series was commissioned by the Kaminoans at the same time as the AT-TE, LAAT and many other pieces of battlefield technology. Unlike the AT-TE, SPHA was designed from scratch. Rejecting a complex and heavy turret system, the chassis was a walker that turned to bring the weapon to bear. With no support vessels able to deploy such massive vehicles, they walked into combat, travelling at up to 35km/h. Despite their huge size, awesome firepower and heavy armour, all the series were vulnerable to small, agile units, as they were unable to target anything much smaller than a capital ship, or faster-moving than themselves. They carried around 30 troops to protect the vehicle from threats such as infantry or fast-moving vehicles. SPHA had a crew of 15, supplemented by 10 gunners on variants fitted with retractable anti-personnel blasters. The biggest limitation the SPHA series had was that when they ran out of power or ammunition they had to return to be restocked.

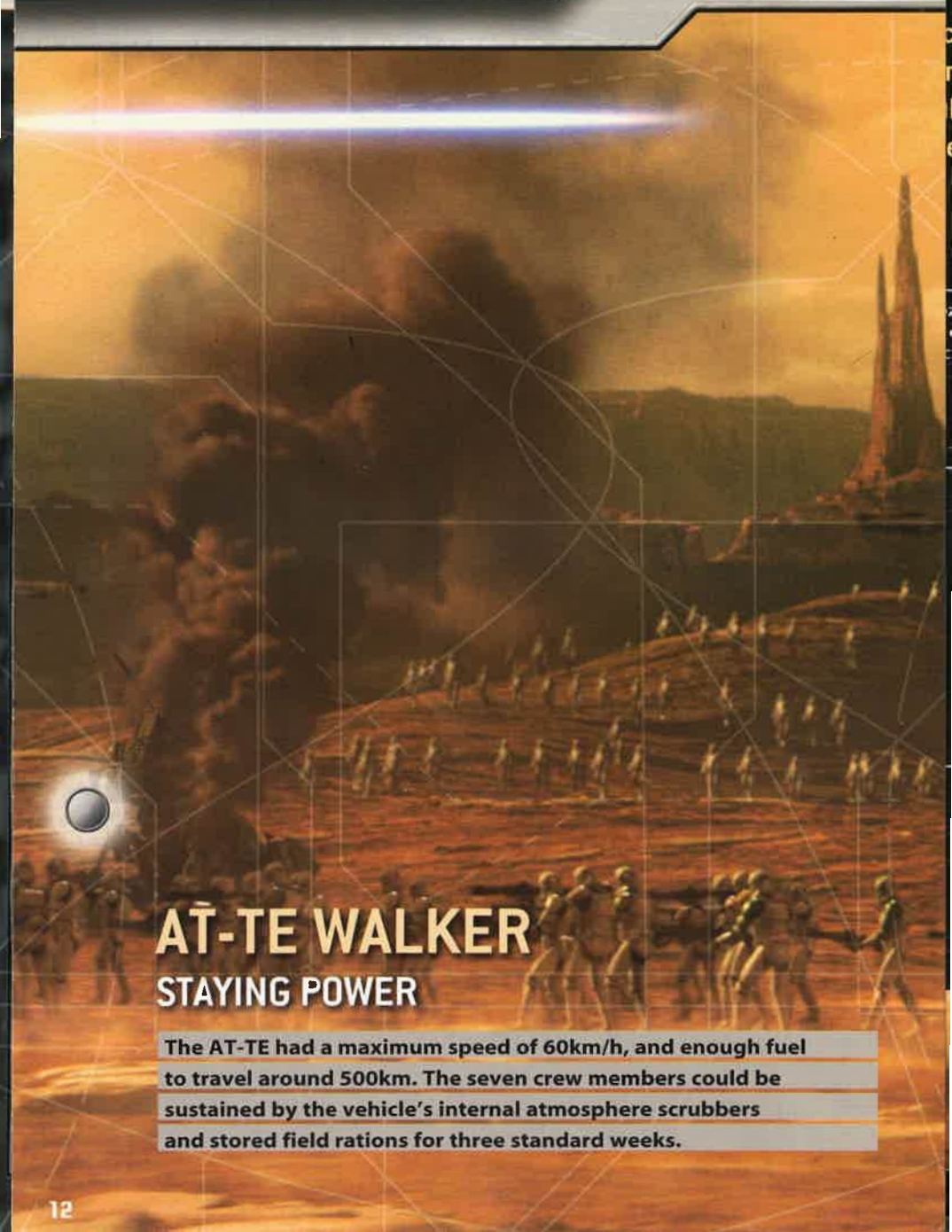
SPHA-T PROFILE

Type
Dodecapod walker

Manufacturer
Rothana Heavy Engineering

Weapons
Heavy turbolaser, 12 anti-personnel blasters (variant)

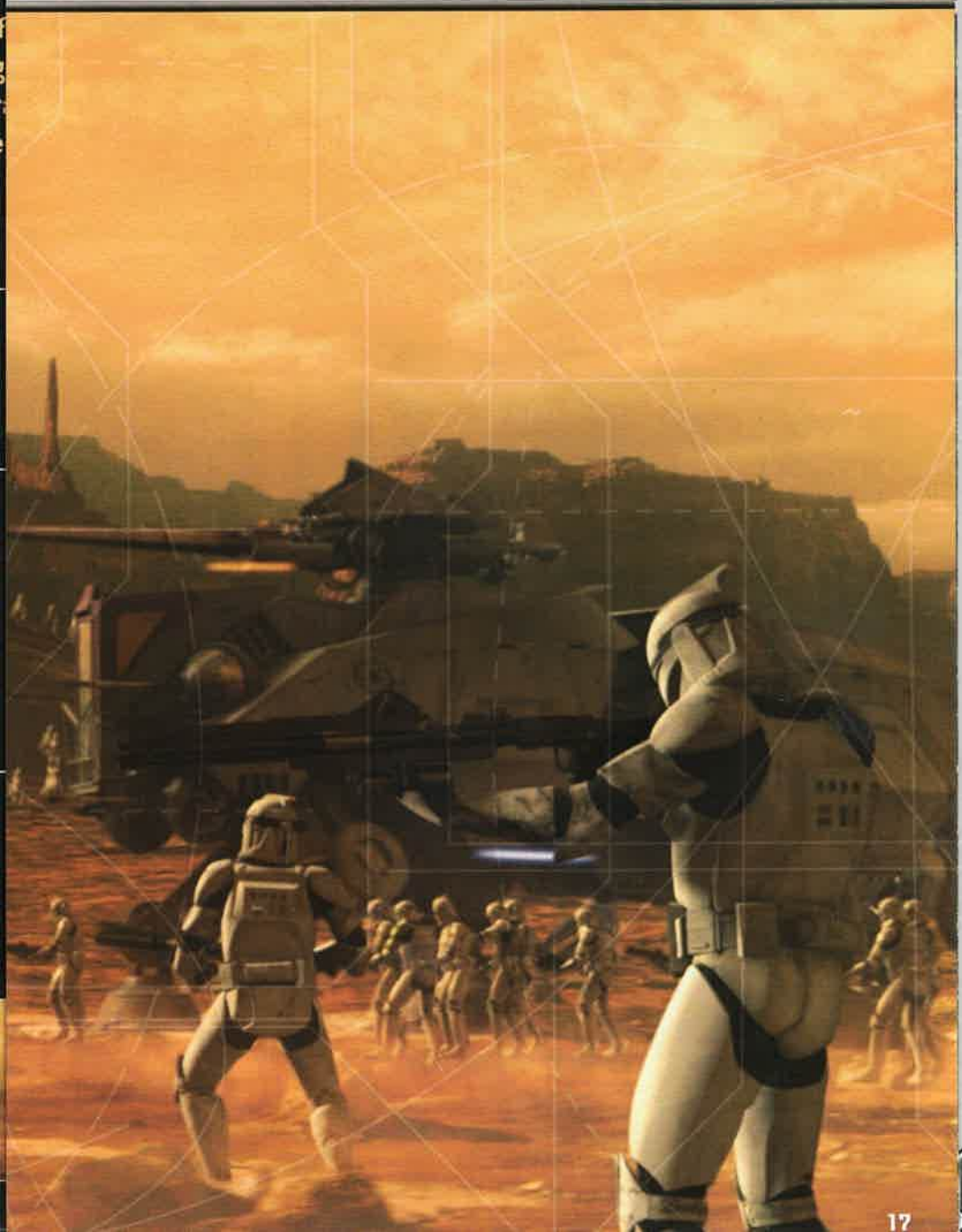
Affiliation
Galactic Republic, Galactic Empire



AT-TE WALKER

STAYING POWER

The AT-TE had a maximum speed of 60km/h, and enough fuel to travel around 500km. The seven crew members could be sustained by the vehicle's internal atmosphere scrubbers and stored field rations for three standard weeks.



ALL TERRAIN-TACTICAL ENFORCER

Type
Assault walker (hexapod)

Size
Length – 12.4m, Width – 5.32m, Height – 5.02m

Manufacturer
Rothana Heavy Engineering (subsidiary of Kuat Drive Yards)

Maximum Speed
60km/h

Crew
1x pilot, 1x spotter, 5x gunner

Passengers
38 clone troopers maximum, 20 standard configuration, 1 IM-6 medical droid

Alternate Configuration
2x AT-RT, 10 clone troopers

Weapons
1x mass-driver cannon,
6x anti-personnel laser cannon

Affiliation
Galactic Republic, Galactic Empire

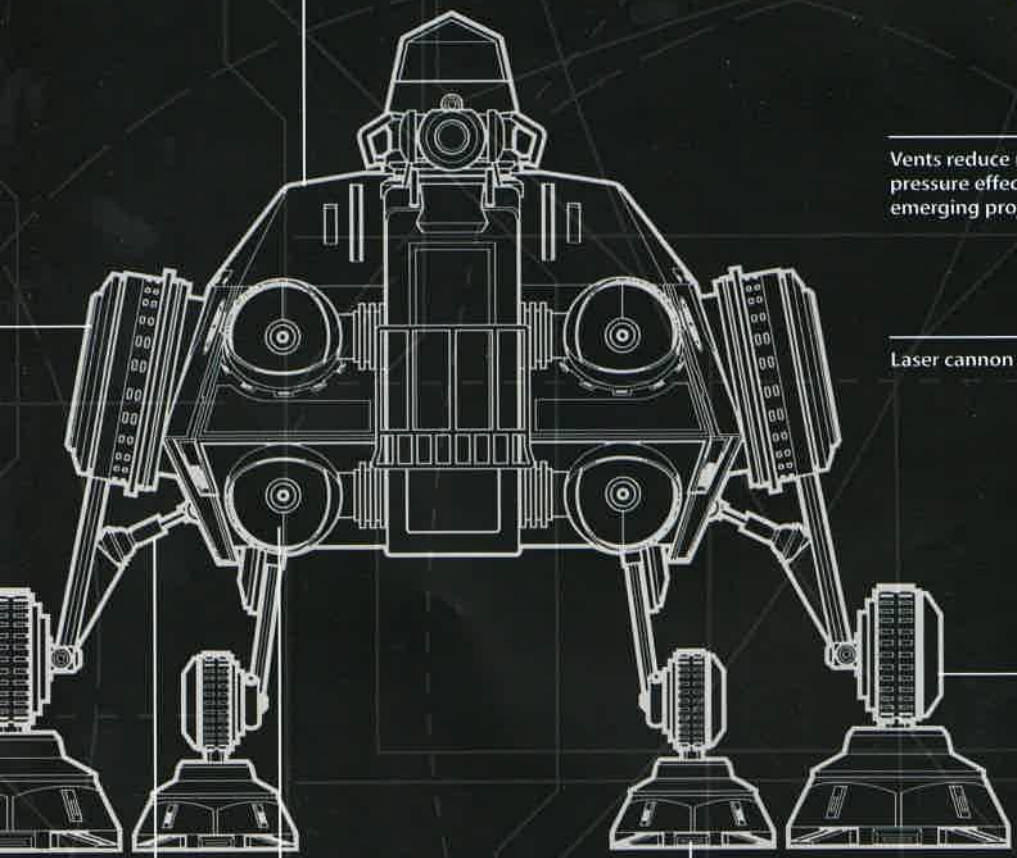
Stance mimics the sturdy form of the artic horny whelmer of Rothana

Ankle-locking clamp

Terrain sensors

Highly conductive outer armour spreads heat of enemy fire to minimise penetration

The relatively low ground clearance view of the battlefield and the turret underside. It also left the AT-TE vulne later models were fitted with longer



Vents reduce nozzle pressure effects on emerging projectile

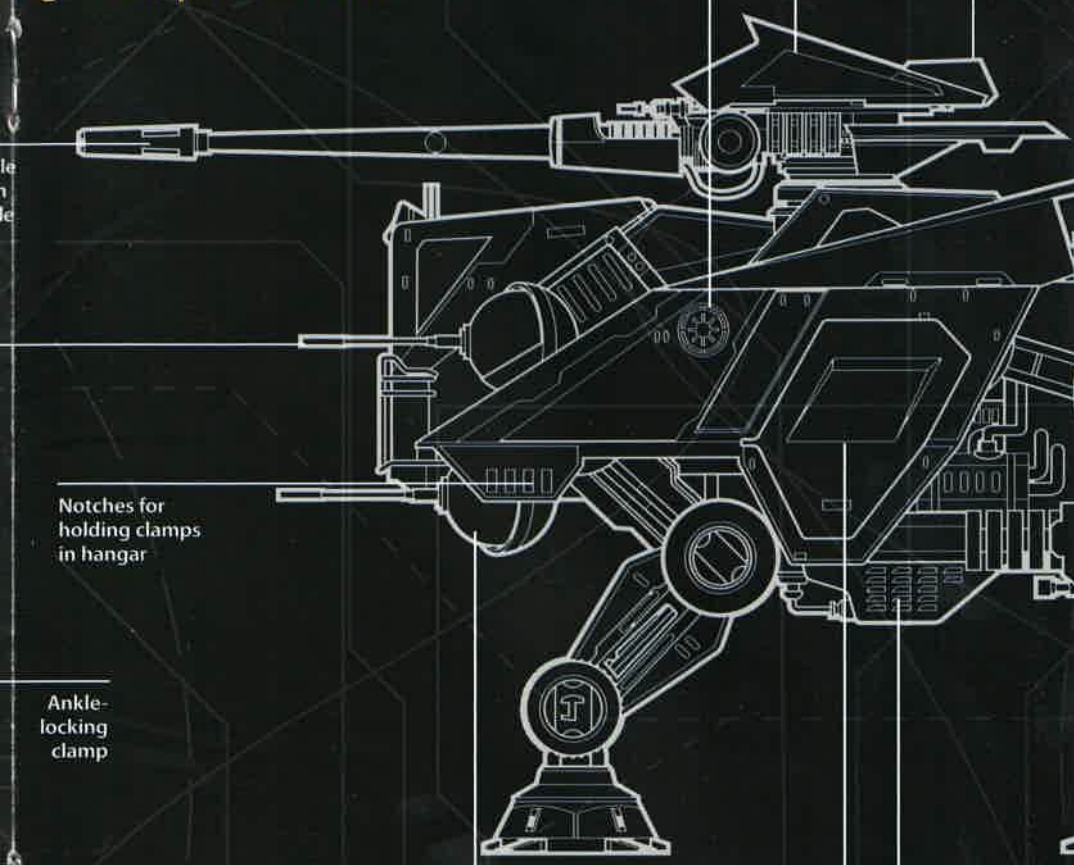
Laser cannon

Foot orientation pistons

Laser cannon

Widely spread footing allows AT-TE to endure huge blasts without toppling

e of the AT-TE limited the main gunner's
t gunners' ability to protect the vehicle's
nerable to anti-vehicle landmines. Some
r legs to compensate for this.

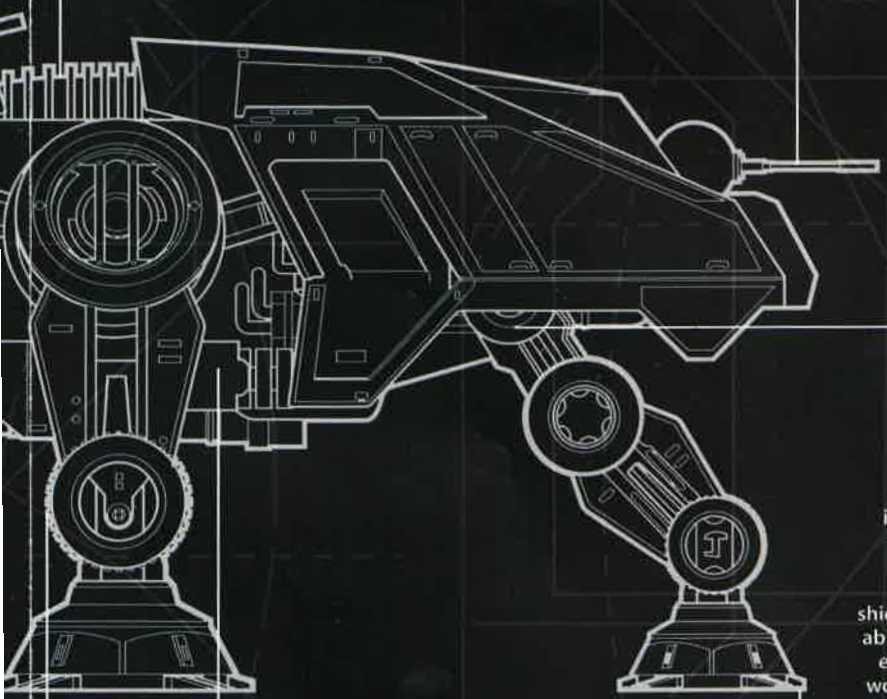


Flexible concertina section houses power generators and other heavy mechanisms

The Battle of Teth

During the Battle of Teth, the AT-TEs in the assault force commanded by Anakin Skywalker were able to take advantage of the iron-rich rocks of the area by using their magnetic feet to climb the half-mile high cliffs to attack a former monastery held by the Separatists. The flexible midsection of the AT-TEs allowed their front half to rear up and gain purchase on the rocks at the beginning of the climb.

Laser cannon turrets defend walker's rear



Rear-leg actuator shaft

The AT-TE was immune to attacks from ion weapons thanks to built-in electromagnetic shielding. Also, it was able to walk through energy shields that would have stopped repulsorlift craft and starfighters.

Servomotor discs rotate with leg movement

Leg engine housing

Toe actuator

KI-ADI-MUNDI

CEREAN JEDI MASTER

Ki-Adi-Mundi was a unique Jedi in many respects. Brought to the Jedi Order far older than most, he was the only Jedi of his generation to be allowed to marry, and was raised to the Jedi High Council while still a Knight, not a Jedi Master.

Ki-Adi-Mundi was Jedi Watchman for a sector of the galaxy that included his homeworld of Cerea. Cereans lived in harmony with their delicate environment, eschewing technology and pollutants. They did not join the Galactic Republic, leaving themselves vulnerable to those who sought to exploit their people and their planet. At four years old, Mundi was given to the Order by his father, so that a Cerean Jedi might return to defend their world.

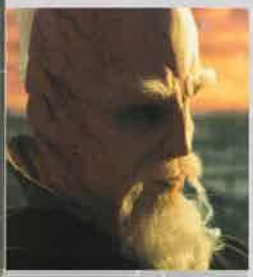
Unique Jedi

Despite being far older than usual to enter the Order, Ki-Adi-Mundi excelled in his training, becoming a Jedi Knight at 25. Cereans had a unique brain structure that helped them to be both logical and insightful. Unfortunately, they also tended to be lacking in physical coordination, something Mundi was able to compensate for with his Force-attuned insight – he was considered one of the top ten lightsaber duellists of his age. As Cereans have a low birth rate, Ki-Adi-Mundi was granted special dispensation to marry. He had one bond-wife, four honour-wives and seven daughters. One of his daughters, Sylvn, was kidnapped by a pro-technology group of non-Cereans associated with Jabba the Hutt, forcing Ki-Adi-Mundi to travel to Tatooine to recover her from slavers.

Ki-Adi's wisdom, bravery and tactical ability led to him first sitting in for absent High Council members, then being elevated to his own seat on the Council while still just a Jedi Knight. Promoted to Jedi Master despite never having trained a Padawan, Mundi was quickly embroiled in a number of troubling incidents as the galaxy slipped into war. He was with Mace Windu and over 200 other Jedi in the team sent to Geonosis to rescue their comrades, and he led an abortive attempt to destroy a Droid Control Ship from the inside during the subsequent Battle of Geonosis – the dawn of the Clone Wars. Despite the tragic loss of his whole family during the Battle of Cerea, Mundi served with distinction as a Jedi general until he was betrayed and murdered by his own troops on Mygeeto.

Crystals

Ki-Adi-Mundi was one of the very few Jedi to have a violet lightsaber, having found an ultra-rare purple crystal at the temple on Ilum. He later made use of a blue lightsaber, traditional for Jedi Guardians.



PROFILE

Ki-Adi-Mundi

Homeworld
Cerea

Species
Cerean

Height
1.98m

Weapon
Lightsaber

Affiliation
Jedi Order

GEONOSIS

THE PETRANAKI ARENA

The Geonosians' caste system offered the lower orders little relief from the deadly grind of daily life. The grizzly spectacles that the hive rulers put on at the Petranaki Arena were an exception. There, the clamouring masses witnessed bloody battles and gruesome executions.

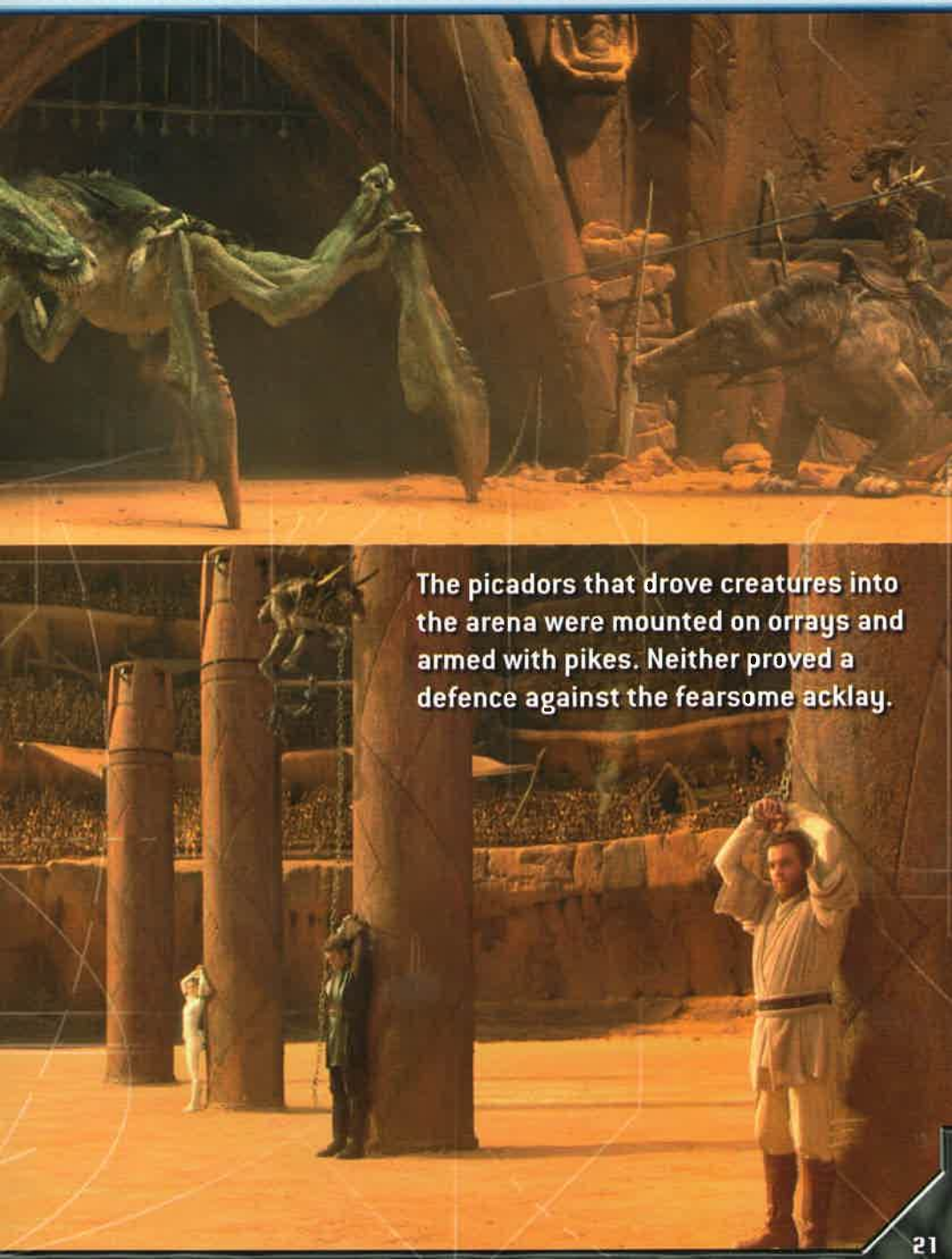
The Petranaki Arena was part of the Stalgasin Hive, the pre-eminent Geonosian settlement ruled at the time of the Clone Wars by Archduke Poggle the Lesser. The rise in affluence and influence of the Stalgasin Hive saw what was originally simply a natural rocky amphitheatre excavated and expanded until it could seat many, many thousands of Geonosian drone workers, warriors and officials of all ranks. These spectators were presided over from the archducal box, proximity to which was a badge of honour.

Stuff of Legend

Though the origins of the arena were the subject of legends about the battles of ancient giants, its construction actually had more to do with political and social necessity. The put-upon masses of the Geonosian caste system needed an outlet for their frustrations, as well as a regular event to look forward to. The ruling caste needed to get rid of opponents in a way which sent a very clear message to the people that discord and revolt would not be tolerated. Lastly, the Geonosians were very resource-conscious – it made no sense simply to kill someone or something when their death could be put to good use.

A Deadly Job

The caverns and cages around and under the arena were home, albeit briefly, to numerous creatures. Some were locally sourced – the Geonosians' thirst for blood saw many native species wiped out – while others were donated by visiting dignitaries keen to curry favour with Stalgasin's rulers. The creatures and prisoners were guarded and herded into the arena by Geonosian warriors and by mounted picadors. This was a dangerous job, and many of these individuals died horribly – to the delight of the crowds.



The picadors that drove creatures into the arena were mounted on orrays and armed with pikes. Neither proved a defence against the fearsome acklay.

"Let the executions begin!"

Poggle the Lesser

Petranaki Arena

The arena of the Stalgasin Hive was a flexible space, allowing the hive rulers to indulge their every cruel whim. The floor of the arena could be flooded so that aquatic creatures could be used in executions. The arena was also used to test new battle droids in full combat – against other droids or living targets.

Difficult Prisoners

When Archduke Poggle the Lesser snatched power from Hadiss the Vaulted in a revolt funded by Darth Sidious, he had Hadiss thrown into the arena. It had been Hadiss who had introduced the acklay at the culmination of trial by combat, so there was some irony in the fact that Poggle personally rode the acklay that cut Hadiss into three sections before eating him. The arena saw a lot of use in the years after this, as Poggle purged Stalgasin of his opponents.

Spies!

When Obi-Wan Kenobi, Anakin Skywalker and Senator Padme Amidala were captured, they were tried for spying and sentenced to execution in the arena. Poggle the Lesser watched the event from his archducal box with Count Dooku and the leaders of the newly formed Confederacy of Independent Systems. But even though Poggle's favourite creatures – a reek, a nexu and, of course, an acklay – were herded in to dispatch the chained prisoners, the captives managed to escape and wreak havoc.

A force of Jedi arrived to rescue their own, so Poggle ordered massed ranks of battle droids into the arena. The Jedi were reduced from hundreds to a dozen. Thinking victory was at hand, Count Dooku and the other CIS leaders were forced to flee when Master Yoda and the rapidly assembled Grand Army of the Republic arrived in dropships. So began the Battle of Geonosis and the Clone Wars.

ROB COLEMAN

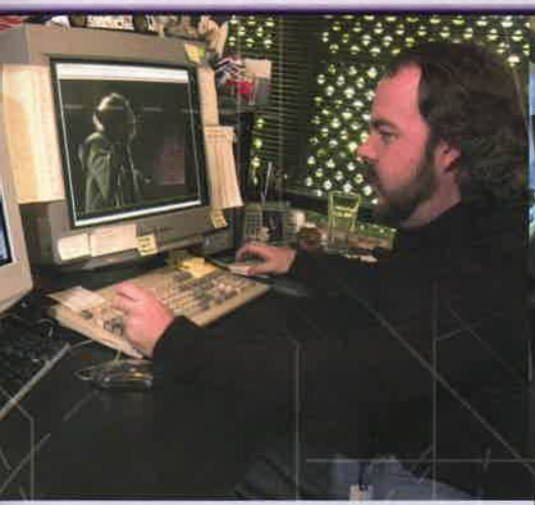
DIRECTOR OF ANIMATION

Rob Coleman was Animation Director at ILM for all three of the *Star Wars* prequels, and was the first person at ILM to be given that title. Coleman also appeared in front of the camera in both Episodes I and III.

Born in Toronto in Canada, Coleman's love of animation was evident from a young age in high school where he started an animation club. Though he began studying journalism at university, he eventually transferred and earned a BFA in Classical Film Animation in 1987. Rob Coleman joined ILM in 1993 to work as an animator on the Jim Carrey film *The Mask*. He worked as supervising character animator on *Dragonheart*, then as animation supervisor on *Men in Black*.

Digital Yoda

For Episode I, Nick Dudman and his animatronics team created a new Yoda puppet, depicting a younger Yoda than the one who had originally appeared in *The Empire Strikes Back*. Only two shots featured a digital version of the Jedi Master but for Episode II Lucas set Coleman the challenge to realise Yoda as an entirely digital character, something that the whole animation team approached almost grudgingly, fearful as they were of 'ruining' the movie. It was Lucas who reassured Coleman that the fans wanted to see Yoda in battle, in this case with Count Dooku.



Oh Romeo!

Rob Coleman appeared as the character Romeo Treblanc in Episode III's opera house sequence. Romeo's backstory was developed to include Coleman's appearance at the Podrace in Episode I. Treblanc was a compulsive gambler who travelled in disguise to bet on the Boonta Eve Classic.

Preparation Is Key

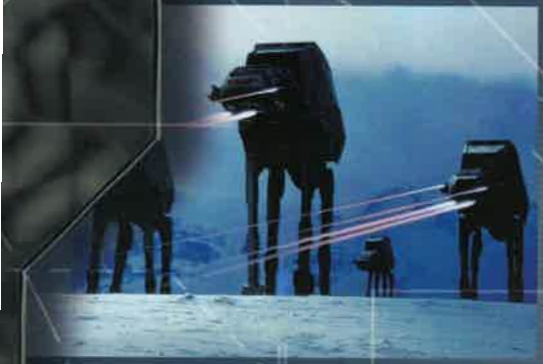
Coleman was keen to ensure continuity between the Prequel Trilogy and the Original Trilogy. He and his team carried out secret test animations using key scenes from *The Empire Strikes Back*. The tests included Yoda speaking some of his classic dialogue from Episode V but also, vitally, those moments when he said nothing and when his physical performance was the focus of interest. The animators had to make sure their creation didn't act too differently to the puppet that had been brought to life for Episode V by Frank Oz. For example, instead of adding lip synch to Yoda's speech, and making his eyes blink quickly, the animators moved Yoda's whole jaw and slowed his blinking right down to mimic the actions of the puppet's performance.

The success of the tests was the key to Coleman's team getting the green light for their digital Yoda. The results showed that continuity between the digital Yoda and the puppet was maintained to a huge degree. Rob Coleman and his team were nominated twice for an Oscar for their work on Episodes I and II, and also for a BAFTA for *Phantom Menace*.

THE AT-TE

STAGES OF DEVELOPMENT

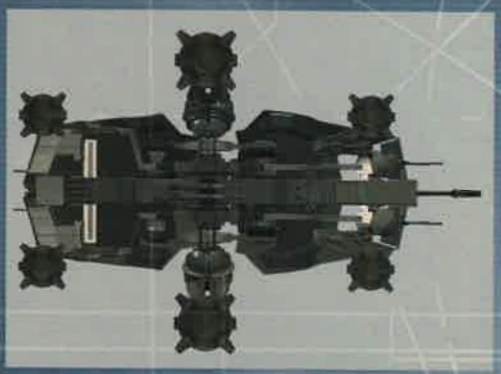
CREATING THE AT-TE



1 The AT-ATs that appeared in the Battle of Hoth during Episode V were a major influence on the creation of the AT-TE.

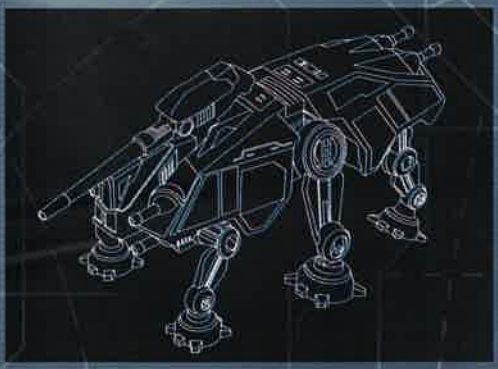
2 The AT-TEs that stalked the battlefield of Geonosis echoed the beast-like appearance that had marked the AT-AT.

5 A computer-generated view of the AT-TE's profile, seen from the right side.

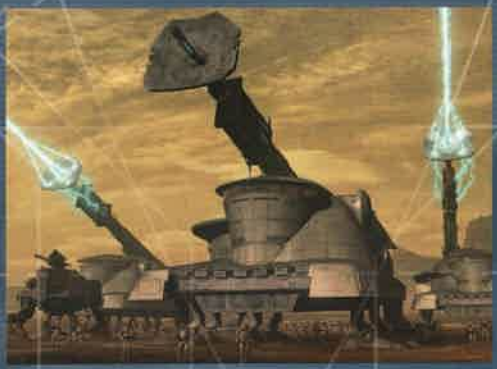


6 The underside of the AT-TE showing the widely spaced feet, designed to spread the walker's weight.

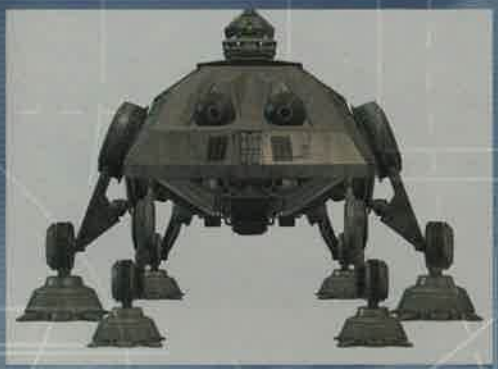
The prequels called for the creation of an AT-TE whose success would ultimately lead to the introduction of the Republic's other walkers, including the AT-HE, the AT-AP and the AT-AT, which first saw service at the Battle of Jabiim late in the Clone Wars.



3 The AT-TE walker had been created by concept artist Ryan Church, who from the outset envisioned it as the precursor of the AT-AT.



4 The AT-TE served as an assault vehicle in the Battle of Geonosis and also guarded the even slower moving SPHA-Ts.



7 A rear view, showing the assault vehicles's two anti-personnel laser cannon.

8 A top-down view, showing the walker's flexible joint in the mid section.

DID YOU KNOW?

1 How had George Lucas originally envisioned the acklay?

2 Where did the name 'Mace Windu' first appear?

3 What was the original concept for the SPHA-T?

ANSWERS:

1. Lucas' original request was for a creature that combined characteristics of the praying mantis and the prehistoric velociraptor. The original concepts more closely resembled a dinosaur than an insect.

2. The name 'Mace Windu' appeared in George Lucas' very first 13-page treatment of the *Star Wars* story.

3. The SPHA-T was originally envisioned as an artillery tank but, to maintain design consistency with the other ground forces, Lucas requested it be made into a walker.

Isard, Ysanne

Character
Expanded Universe

Nicknamed 'Iceheart' by her many enemies, Ysanne Isard was Director of Imperial Intelligence from about one year before the Battle of Yavin until the death of the Emperor. She almost literally stepped over the body of her father to take the Director's job. Armand Isard had been the head of Imperial Intelligence and his daughter had been one of his best field agents. He began to fear his daughter's ambition and attempted to kill or discredit her. He failed and died. Ysanne, who had *heterochromia iridium* (one red eye and one blue), was charismatic, calculating and cruel. One of Palpatine's favourites, he gave her the Super Star Destroyer *Lusankya*, which Isard had buried under a district of Coruscant, with the Emperor demonstrating his terrible power by wiping the memories of the incident from all in the area. The ship became a feared prison. After the Battle of Endor, Isard crossed swords with Rogue Squadron and the New Republic on many occasions. She had taken the role of Empress in all but name, having assassinated all her rivals. Many millions died because of her, and no one mourned when she died at the hands of a New Republic Intelligence agent while trying to steal back her captured flagship.

Ishi Tib

Species
Episodes I, II, III, VI

Hailing from the planet of Tibrin in the Mid Rim Cal system, Ishi Tib were amphibious, green-skinned bipeds who evolved on the coral reefs of their home world. With a keen sense of democracy, social responsibility and environmental protectionism, Ishi Tib were meticulous and careful, though they could be fierce and violent in combat, where their sharp beaks made fearsome close-quarters weapons. They were freed from the oppression of the violent dictator Suriban Tu, by Count Dooku. As a result, the majority of Ishi Tib supported the Confederacy of Independent Systems despite the fact that Tibrin still sent a representative to the Galactic Senate.

Isolder

Character
Expanded Universe

Isolder was from the Hapes Consortium. As second son of Queen Mother Ta'a Chume, he was not expected to rule, until his brother Kalen was killed on his mother's orders, as she considered him an unfit successor. Isolder, who once loved and courted Princess Leia of Alderaan, married the Dathomiri Night Sister Teneniel Djo. This infuriated his mother and although she stood down to allow her son to rule, she continued to plot in the background, ultimately having his wife poisoned. When Isolder and Djo's daughter Tenel Ka eventually became Queen Mother, Isolder stayed on as her advisor. Much later, during the Second Galactic Civil War, Isolder was killed by Darth Caedus – Princess Leia's fallen son, Jacen.

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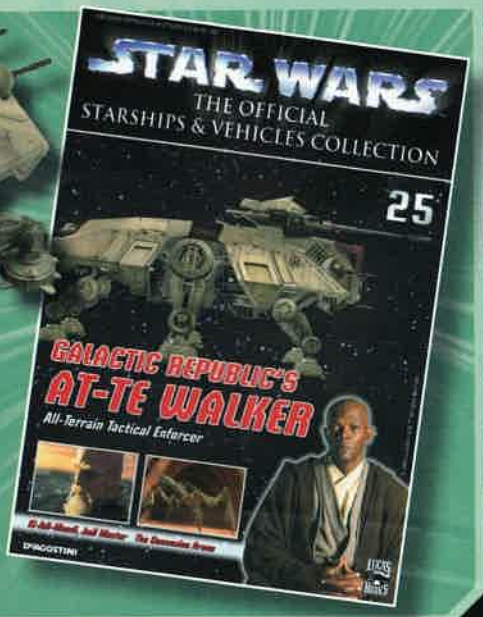

WITH ISSUE 25:
AT-TE WALKER

IN YOUR NEXT ISSUE

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SANDCRAWLER

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